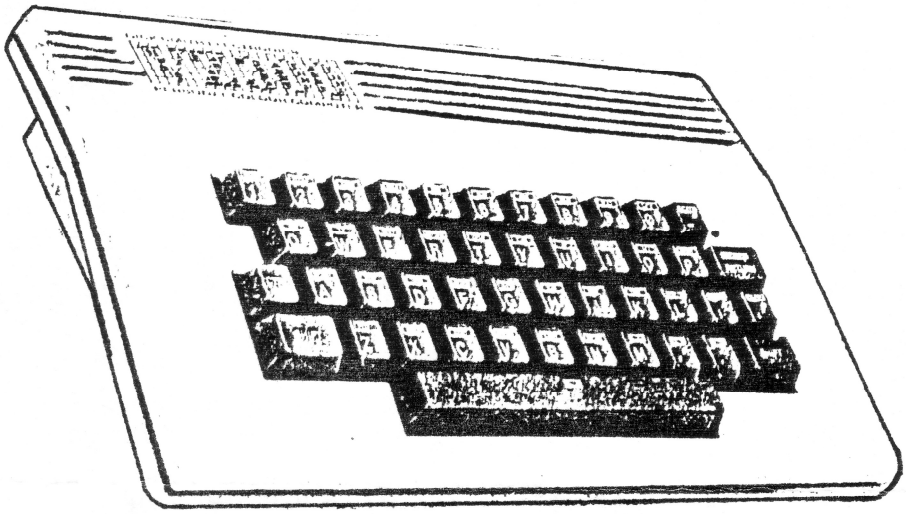
VZ LINK

NEWSLETTER



AUCKLAND VZ 300 / 200
COMPUTER USERS CLUB
P.O BOX 1972 c.p.o

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Postal address Phone 673-967 before 9 PM please

P.O.BOX 1972 C.P.O AUCKLAND

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CONTRIBUTIONS

The following points will help those thinking of sending programs for publication in this newsletter.

If possible send a listing and a tape of your program. This helps me prepare the newsletter and avoid mistakes. The tape will be returned when i have finished with it.
Include some notes on what the program does and how to use it.
What is painfully obvious to the author is often obscure to we users.

For long or complex program's let me know if i can supply members with a copy of it on tape or if you are prepared to do this yourself.

The auckland users club will not be held responsible for the breeching of copyright caused by the publication of any material sent in under a false name.We like to check that we have permission to reproduce programs and items. and thank those that have given their permission to do so.

I URGENTLY REQUIRE PROGRAMS AND ITEMS FOR THIS NEWSLETTER.

MEMBERSHIP

Membership $10.00 per year(for 12 issues of newsletters)
This newsletter is available to members only.
New members will receive back issues(if available) free on request

Please make cheques payable to:
VZ 300/200 COMPUTER CLUB

NEW'S AND VIEW'S

May issue, Well thing's are really moving with the club,membership is starting to increase which is super news.

This issue is the last free issue which will appear in the D.S.E store .These free copies were a way to advertise the club newsletter .I have paid for these issues from my own pocket and not from club funds.

From now on we will use flyers to advertise the club and This newsletter is available to member's only.

We are moving into winter and hopefully heap's of time to use our VZ's. Now the good new's,D.S.E in Australia have brought out a new 4-colour printer/plotter and a new dot-matrix printer which is a upgrade from the GP-100/a series.
It was good to see the VZ-300 on sale at D.S.E last month for a amazing $399.00 and that was with the disk drive and controller included. Hopefully we pickup some more members from these new user's.

The trip to christchurch went really well.we had fine weather all the time we were there.

I visited the D.S.E store in Christchurch and was very disappointed, there was very little software and the service was fair.

On the monday night i attended a core group meeting of the CHCH VZ users and was happy to meet some of the committee members,.

This was a very fruitfull meeting as far as i was concerned.
I managed to see CHIP-8 in operation and as soon as i get a copy of Chris griffens program that work's i am going to have a go at writing some programs of my own .

On tuesday night i attended the A.G.M of the same club.This meeting was attended by about 12 or 13 members,i suppose this is not to bad from a total membership of i believe about 30.

I got a fair idea how a users group is setup.This clubs main problem being ,unable to get someone to do the president's job.

It was easy to get a committee and in fact i was elected to it.
I will be helping as north island organiser for both users groups but unfortunately the ChCh group will fold if they don't get a president.

Please fill in the user survey in this issue and send it back asap.

Still no reply from video technology (hong kong) ,but here is another address which i am going to try ,to get extra information.

Video technology computers.inc
400 anthony trail
northbrook,illinois 60062.2536

Thank's to HSIEH YUAN CHIEH for this information.

I am afraid the D.S.E technical bulletins have some errors which we hope to have documented for a future issue.

While talking about future issues i now have permission to repeat a lot of items from some of the australian VZ newsletters some of the forthcoming items include;

Introduction to programming
merging files (tape or disk)
shift lock switches
write protect override switch
assembly language
snoopy calendar

And heap's more .We would still like to see some program's or other items written by some of the local users,some of you must have written a program or two of some type why not share it with others who may also have a use for it.I am looking for a good database type program to store the clubs membership record's so let me know .

I have made contact with two more VZ users groups in Australia The first being VEE ZED DOWN UNDER A club which puts out a super newsletter called " " " " .This newsletter is editied by Scott le Brun who writes good items for the Vz and does a super job with this newsletter.. THEIR ADDRESS IS Unit 3/90 grey street St. Kilda Vic. 3182

The second group is the HUNTER VALLEY VZ USERS GROUP Which put out the HUNTER VALLY VZ JOURNAL AND their Editor is Joe Leon who you will be hearing more of in future issues as joe also writes fantastic Vz items ,and has given permisson for us to use them.Thanks again Joe..

HUNTER VALLEY VZ USERS ADDRESS is
C/-P.O BOX 161 JESMOND
N.S.W 2299

The VZ journal is well worth having and the three issues i have received so far contain 20 pages .The subscription rate is $24.00 to $30.00 AUST starting from JAN/FEB 87 issue.

Getting back to this issue and Scott Le Brun .In this issue is Scott's software price list which has some very interesting programs at reasonable prices ,Scott's address is on the last page of his list .If writing to him mention this newsletter.

In the next issue i will print a copy of John D'Alton's VZ software price list.

```
1 REM VSWR CALCULATOR, K.WRIGHT,10/12/86
10 CLS:INPUT"DO YOU WANT HARD COPY";B$
20 CLS:COLOR2,1
30 PRINT@12,"V S W R
40 PRINT:INPUT" FORWARD  POWER";PF
50 INPUT"REFLECTED POWER";PR
60 PRINT:PRINT"IF MEASURED AT ANTENNA, THEN :-
70 PRINTTAB(10);"VSWR =";(1+SQR(PR/PF))/(1-SQR(PR/PF))
80 PRINT:PRINT"IF AT TX.& FEEDER LOSSES=3DB:-
90 PF=PF/2:PR=2*PR
100 IFPR>=PF,PRINT"  IMPOSSIBLE TO BELIEVE ! !":GOTO120
110 PRINTTAB(10);"VSWR =";(1+SQR(PR/PF))/(1-SQR(PR/PF))
120 IFLEFT$(B$,1)="Y",COPY
130 PRINT@480,"ANOTHER (Y\N) ?";
140 A$=INKEY$:A$=INKEY$:IFA$="",140
150 IFA$="Y",20ELSEIFA$<>"N",SOUND6,3;3,6:IFINKEY$="",140
160 CLS:PRINT@265,"GOODBYE":PRINT:PRINT:PRINT:PRINT
```

```
            V S W R

 FORWARD  POWER? 100
REFLECTED POWER? 1.666

IF MEASURED AT ANTENNA, THEN :-
          VSWR = 1.29641

IF AT TX.& FEEDER LOSSES=3DB:-
          VSWR = 1.69595
```

```
            V S W R

 FORWARD  POWER? 100
REFLECTED POWER? 24.8

IF MEASURED AT ANTENNA, THEN :-
          VSWR = 2.98403

IF AT TX.& FEEDER LOSSES=3DB:-
          VSWR = 498.01
```

```
            V S W R

 FORWARD  POWER? 100
REFLECTED POWER? 27

IF MEASURED AT ANTENNA, THEN :-
          VSWR = 3.16333

IF AT TX.& FEEDER LOSSES=3DB:-
  IMPOSSIBLE TO BELIEVE ! !
```

LATE NEWS FROM AUST. THANKS TO BOB KITCH.

A lot of VZ software being developed in AUST at the moment.Will be available over the coming months.these include;;

- A BASIC Compiler
- Disk sector editor
- Disk-based WP and EDASM etc
- Split-mode -screen games etc etc

```
BEATING THE  INKEY$ STATEMENT
THIS STATEMENT IS VERY USEFUL FOR CONTROLLED/EDITED INPUT
UNFORTUNATELY WITH THE VZ200 THERE IS A PROBLEM WITH DOUBLE
INPUT,PROBABLY DUE TO 'BOUNCE' FROM KEYS
.
ONE WAY TO ELIMINATE THIS PROBLEM IS TO USE THE ROUTINE LISTED
BELOW.THE NUMBER OF LINES IN THE EXAMPLE HAVE BEEN INCREASED TO CATER
FOR EXPLANATIONS.
.
IN A REAL PROGRAM LINES WITH MULTIPLE ARGUMENTS CAN BE USED .
'BACKSPACING' (←) FOR EDITING COULD ALSO BE USED BUT HAS NOT BEEN
IN THE INTEREST OF SIMPLICITY
.
.
PROGRAM ROUTINE
.
100 CLEAR 200'USED TO SET AMT OF SPACE FOR STRING VARIABLES
120 FOR I =1 TO 32'SETS TOTAL LENGTH OF INPUT VARIABLE
130 A$=INKEY$:A$=INKEY$'TESTS FOR INPUTS  & REPEATED TO CHECK FOR BOUNCE
140 IF A$=""THEN 130 ELSE 150'TESTS FOR KEY PRESSED
150 IF ASC(A$)=13 THEN 230 'TESTS FOR RETURN -EARLY COMPLETION OF INPUT
.
160'USED FOR SERIES OF INVALID TESTING
170'SIMILAR TEST
180'SIMILAR TEST
190 GOTO 130'USED IF INVALID CHARACTER ENTERED OTHERWISE
    PROGRAM SHOULD JUMP TO 200
200 IF PEEK(28416)<>255 THEN 200'NO FURTHER EXECUTION IF KEY
    HELD DOWN
210 B$=B$+LEFT$(A$,1): PRINT LEFT$(A$,1);'STORES AND PRINTS VARIABLE
220 GOTO 240
230 I=32
240 NEXT I
250 CLS
260 PRINT B$'PRINTS FINAL RESULT OF INPUT STATEMENT
.
NOTE;
IT IS STRESSED IN PRACTICAL USE LENGTH OF THIS ROUTINE CAN BE DRASTICALLY
REDUCED AND WITH SUB ROUTINES CAN BE USED OVER AND OVER AGAIN
IMPROVED VERSIONS WELCOMED
RDC
```

Did you realise ....

Instead of USING"% %$";z you can write Z$="% %$": ...USING Z$;z. This becomes extremely useful when longer ones are to be used but cannot normally as the line is too long.

Variables should be used with care as errors can often be hidden by these. Besides being careful not to use a Token word in them you should know that only the first two letters are registered by the computer. So the variable DFG is the same as DFR, only the DF is registered.

If your keys need a hard push for them to respond entry then you will find the following helpful. Taking your VZ apart disconnect the keyboard and separate rubber part from the circuit board. On this brown board you will see fork-like circuit tracks with grid connection 'circles'. With a cotton bud and cassette head solvent wipe these and also the black carbon the the rubber part of the keyboard.

Basic Conversions

Here are a few conversions of Basic words that the VZ hasn't.

WORD	VZ version
SWAP A(K),A(K+1)	Z=A(K):A(K)=A(K+1):A(K+1)=Z
A=INSTR(D$,"£")	700 Z=1 701 FOR A=Z TO LEN(D$):IF MID$(D$,A,1) ="£",702ELSENEXT A:A=0:RETURN 702 Z=A:A=LEN(D$):NEXT A:A=Z:RETURN
VTAB Y:HTAB X:?I or PRINT@(Y,X),I	PRINT@(Y*32)+X-33,I

"Refer to the technical manual for more details on graphics.

PRINTER GRAPHICS

By DANIEL AYERS

The computer can instruct a printer to print the 16 low-resolution graphics characters by sending ASCII code 8 to the interface which puts the printer into graphics mode. The computer then sends data to the printer in the usual manner, except that they are interpreted in a different way. They are converted to binary format, ignoring bits 6 and 7. If the printer was a dot-matrix type, the pins on the print head would fire in relation to the bits in the byte sent to it through the interface. The VZ-200 is designed for "6-pin" graphics (ie. only 6 bits of the byte are used). So, if bit 0 of the data was "1", pin 0 on the printer would fire. If bit 2 was "1" pin 2 would fire. This happens for the 6 least significant bits.

Because the keyboard graphics on the VZ-200 are designed around a 2x2 matrix, there can only be 4 combinations of values. The computer sends each byte to the printer 3 times, because 2 bytes of data is required for each character (1 for left half, 1 for right half). This results in a square character.

EXAMPLE: CHARACHTER 000111 (Blank except for top
000000 left corner)

The data for these characters is stored in a table located at location 687. Each graphics character requires 2 bytes, there are 16 characters - the table is 32 bytes long.

The character represented above is stored in locations 695 and 696:

695	128	10000111
696	135	10000000

Remembering that the two MSBs are ignored, it is easy to see that the computer sends 000000 to the printer 3 times, then sends 000111 3 times also. The result is a square graphics character.

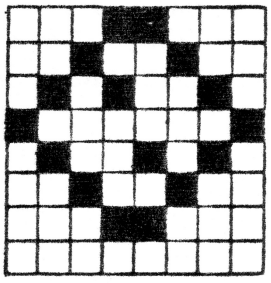
VZ USER GRAPHICS

```
1000 A=44800:B=65536
1010 READ C:IF C=1THEN
     1070ELSEPOKEA-B,C
     :A=A+1:GOTO1010
1020 DATA245,197,213,
     229,33,0,0,17,0,0
1030 DATA14,8,26,119,
     35,19,26,119,6,31
1040 DATA35,5,120,254,
     0,194,20,175,19,13
1050 DATA121,254,0,
     194,12,175,241,193
1060 DATA209,225,
     201,1
1070 POKE30862,0:POKE
     30863,175:RETURN
```

This routine will provide any VZ programmers with the ability of creating their own definable high resolution characters in 8x8 pixels.

For example

00000011	11000000
00001100	00110000
00110011	00001100
11000000	00000011
00110000	11001100
00001100	00110000
00000011	11000000
00000000	00000000



Refer to the technical manual for more details on high resolution graphics.

To activate this routine, you simply poke the starting address of the code for your user definable graphic into the memory location 44808/9 and the screen position of your user definable graphic into the memory location 44805/6.

Sample Program

```
   5 GOSUB 1000
  10 FOR T=45000 TO
     45015
  20 READ S:POKE
     T-65536,S
  30 NEXT T
  40 POKE 44808-65536,
     200:POKE 44809-
     65536,175
  50 POKE 44805-65536,
     0:POKE 44806-
     65536,112
  60 MODE(1):X=USR(0)
  70 GOTO 70
1080 DATA 3,192,12,48,
     51,12,192,3,48
1090 DATA 204,12,48,3,
     192,0,0
```

Reversed REM

Labelling subroutines with REM statements that describe the functions of the subroutines is obviously helpful to the programmer who has trouble remembering what parts do what when designing a long program.

One way to make the subroutines stand out in the LISTing is to use inverse REM statements. But the VZ computer will not straightforwardly accept REM statements in inverse print — such REM lines are not entered into the LISTing when return key is pressed and the SYNTAX ERROR? MESSAGE displays.

This can be simply overcome by preceding an inverse REM statement with quotes.

120 REM"AN EXAMPLE

end quotes are not needed; the underlined characters are in inverse form — do not inverse the word REM!

Having suitably named our subroutines, wouldn't it be great if we could call those subroutines by name instead of GOSUB a line number?

The VZ does not implement procedural calls, but we can simulate this desirable feature by placing the name we have given the subroutine immediately after the GOSUB number:

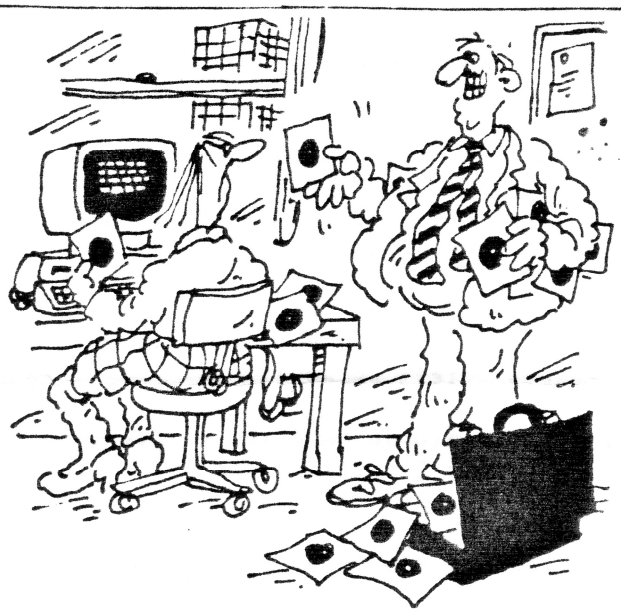
30 GOSUB120"AN EXAMPLE"

and because the name is in inverse form here also, it stands out clearly in the LISTing that this is a call on that particular subroutine. In the case of a GOSUB you must use end quotes also if any further statements follow the GOSUB on the same program line.

GOTO can be treated in the same way — simply give a REM name to the block of code you GOTO.

R Quinn

```
10 REM"LOOP
20 A$=INKEY$:A$=INKEY$
30 IFA$="L"THENGOSUB60"INSERT
40IF A$=":"THENGOSUB80"INVERSE"
   :SOUND 20,1
50 GOTO20"LOOP
60REM"INSERT
70 PRINT"INSERT":SOUND30,2:RETURN
80 REM"INVERSE
90 PRINT"INVERSE":RETURN
```



"... and this disk tells you how to work the training disk, and this disk tells you how to work the disk that tells you how to ..."

APC May 85

BACKGROUND VZ

One of the limitations of the VZ-200 is that it has only two background colours in each mode: green and orange in mode 0, buff and green in mode 1. This short machine code program fills the screen with any desired character in either mode 0 or 1, making any of the eight foreground colours available as a background.

To use the program just type in the listing, either at the start of another program or on its own, and CSAVE it. RUN the program and, to fill the screen, POKE the code for the desired character into location 28672 (start of screen address) and enter PRINT USR(0). In mode 1 and colour 0, 0 gives a green background, 85 gives yellow, 170 blue and 255 gives a red background. In mode 1, colour 1, buff = 0, cyan = 85, 170 = orange and 255 = magenta.

I Williams

Basic listing:

```
10 TM=PEEK(30897)+256*PEEK(30898)-20
20 POKE 30897,TM-INT(TM/256)*256:POKE
   30898,INT(TM/256)
30 TM=TM-1:A=TM-65536
40 FOR I=0 TO 15
50 READ D:POKE I+A,D
60 NEXT I
70 POKE 30862,TM-INT(TM/256)*256:POKE
   30863,INT(TM/256)
80 DATA 58,0,112,71,33,0,112,17,0,120,112,35,
   223,32,251,201
```

APC August 85

VZ-200 instant colour

This short machine code routine will turn the screen the colour you have put in the data — instantly!!

To call the machine code routine type X=USR (0) where needed in your program.

To get different colours you change the underlined number in the data.

The numbers for the different colours are:

0=GREEN 170=BLUE
85=YELLOW 255=RED

A Willows

```
00010 FORI=-28687 TO -28674
00020 READA:POKEI,A
00030 NEXT
00040 DATA33,0,112,17,1,112,1
      ,255,7,54,85,237,176,201
00050 POKE30862,241:POKE30863,143
```

SOFTWARE LIST

UPDATED 18/9/1987

Prices shown include postage and packing anywhere in Australia and New Zealand. Make sure that the memory of your VZ system is greater than or equal to the memory required by the software that you wish to purchase. Memory size indicated do not include Video Ram. All software is tape-based. At present, no disk copies are available.

CASTLE GREYSTONE - 32K - At last a true adventure game, just when you've got arcade game players cramp of the hand. Your mission is to find the lost treasure chest which, legend has it, is filled with valuable jewels. Your only clue was from a peasant who swears that the chest is hidden deep within the walls of a mindbogglingly huge castle. Your adventure has only just begun. Classic text based adventure for those who can appreciate quality software.

GALACTIC EMPIRES - 16K - You are the Emperor of a small star system and desire to conquer the universe. You can do this by exploring neighbouring star systems to see their power and sending your fleets through hyperspace to conquer them. As your empire grows so does your ability to build more star ships. The bigger your fleet, the easier it is to conquer the planet. But don't forget, the planet you may have your eye on could be one of your opponents planets and a battle for supremecy issues forth. Great space simulation fun!

HAUNTED MANSION - 22K - This is for those adventurers out there who need a real challenge. Find your way through the giant three storey mansion, working your way up staircases and down through trap doors. Only with the aid of your keen intelligence and good fortune will you be able to get through this adventure and escape with your life!

KNIGHTS QUEST - 32K - You must take the role of a valiant knight of old. Your mission is to find and retrieve the three lost treasures of the kingdom. Firstly a magic treasure chest which is always filled with gold. Secondly a magic shield which protects the wearer from all harm. And last but not least the magic mirror which can fortell the future. Go Sir Graham and fetch the king's treasures! This is by far the best adventure game ever written for the VZ.

NAMESTAR/SHOPSTAR - 22K - Both on the one cassette. NAMESTAR allows you to create a computerised address book. It contains many searches and other functions not found on units costing many times the price. SHOPSTAR is a program that allows you to enter products and prices, that can later be changed. This data is then stored on tape and come shopping day, the data is loaded back into the computer and the computer then asks you how much you want of each. It is possible to add unlisted items to the list without them having to be part of the usual shopping list. These two great utility programs come together on one tape with two other small programs, MORSE CODE and HEX<>DEC conversion.

SCOTLAND YARD - 16K - With an ear piercing scream, a man is viciously murdered in his home. You, Sherlock Holmes and your assistant, Dr. Vee Zed, must prove that the man that Scotland Yard has arrested is guilty, by collecting all the clues and calling back to headquarters via your radio. Another great adventure game.

SNAKE DUEL - 16K - You and a friend battle it out with JOYSTICKS in hi-res as snakes moving around the screen. Your object is to trap your opponent into crashing into themselves, you or the wall.

STELLAR WARS - 16K - In this space simulation you must guide your ship through a cube shaped sector of space guided only by your radar. You must destroy alien ships, but make sure that they're in range of fire! You can dock with fuel freighters to refuel or with home base to repair damages.

TRIVIAL CULT - 16K - Your general knowledge is tested to its limits with this excelent program. You can select up to 100 questions from its store of questions and multiple answers. Also great fun for the older kids too

VGRAPHIXZ - 16K - This is a hi-res graphics utility program to help the graphics programmer to draw up hi-res screens. You may use any one of the 5 pre-programmed graphics characters or define your own. At the push of a button you can convert your artwork into poke statements and output to your printer. You can dump your artwork to a GP-100 or other graphic printer. Once your artwork has been drawn you may move it around the screen one line at a time.

I use this program to draw up the front page title and other little pictures printed in VZ-DOWN UNDER. I find the utility easy to use and your artwork is created the way you want it in no time at all! I recommend this to anyone who uses hi-res graphics.

VZ-DIARY - 22K - You may enter your page each day into the computer which can be retrieved at a seconds notice. You can enter the pages in any order that you choose as it automatically sorts the pages into order by their dates. Also a free memory indicator lets you know how much more you can squeeze into the computer as you enter your pages. You may dump individual pages or even the entire diary to a standard printer. The computer automatically converts the text into lower case letters. To use uppercase, commas, or inverted commas etc. just put them into INVERSE, and they'll be converted for you. The obvious next choice after purchasing a word processor.

VZ-MONOPOLY V2.0 - 32K - This is the up-dated, new version of the board game Monopoly. The rules are very much the same. You may veiw your title deeds or even look at a hi-res veiw of the board showing where each player is situated and also has graphics of all locations on the board. You may even collect money for landing on free Parking!

VZ-MONOPOLY V2.0 - 22K - This new lower memory version of the 32K VZ-MONOPOLY is virtually the same with the exception that you don't have the facility to view the board in Hi-Res graphics as per the 34K version. This simulation is very much like the famous board game with playing options.

The titles so far...

CASTLE GREYSTONE	32K	$12.50	
GALACTIC EMPIRES	16K	$12.50	
HAUNTED MANSION	22K	$12.50	
KNIGHTS QUEST	32K	$15.00	
NAMESTAR/SHOPSTAR	22K	$12.50	
SCOTLAND YARD	16K	$6.50	
SNAKE DUEL (JSTKS)	16K	$6.50	
STELLAR WARS	16K	$6.50	
TRIVIAL CULT	16K	$6.50	
VGRAPHIXZ	16K	$15.00	
VZ-DIARY	22K	$12.50	
VZ-MONOPOLY V2.0	22K	$12.50	
VZ-MONOPOLY V2.0	32K	$15.00	

ADVENTURER'S CASSETTE - Contains SCOTLAND YARD, HAUNTED MANSION, KNIGHTS QUEST & CASTLE GREYSTONE. All on the one cassette tape - $36.50

GAMER'S CASSETTE - Contains GALACTIC EMPIRES, STELLAR WARS, SNAKE DUEL & your choice of 32K or 22K VZ-MONOPOLY. All on the one cassette tape - $30.00

Please make all cheques and money orders payable to :-

Scott Le Brun
5 Cameron Crt
WANTIRNA VIC 3152

USER FILE

'User File' this month puts it over to you. We let you tell us what you want. After all, the magazine is aimed at supplying the VZ User with the information he/she wants! We'd love to hear your suggestions for aricles, projects etc. , If you have anything at all to contribute, please include it with the survey. We'd greatly appreciate you detaching this back page, filling out the questions and returning it to:

AUCK VZ 200/300
USERS CLUB
PO Box 1972 C.P.O.
P. J. Hill, Organiser.

Thank you.

VZ USER SURVEY

(1) WHICH ARTICLES IN THE NEWSLETTER INTEREST YOU?

(2) WOULD YOU LIKE TO SEE MORE PRODUCT REVIEWS?

(3) WOULD YOU LIKE TO SEE MORE/LESS SOFTWARE REVIEWS?

(4) IS THERE ANYTHING YOU WOULD LIKE TO SEE MORE OF ?

(5) DO YOUHAVE ANY SUGGESTIONS FOR NEW ARTICLES/PROJECTS?

(6) ARE YOU ABLE TO WRITE A ARTICLE OR OFFER ANY PROGRAMS FOR THE NEWSLETTER?

(7) WOULD YOU BE INTERESTED IN HAVING USER MEETINGS,SAY EVERY 2 OR 3 MONTHS?

(8) DO YOU THINK A SOFTWARE LIBRARY OR TOP GAME SCORE LIST ARE WORTH SETTING UP

(9) ANY FURTHER COMMENTS (YOU CAN INCLUDE NAME/ADDRESS AND PHONE # IF YOU LIKE.

POST TO P.O BOX 1972 C.P.O AUCKLAND

AUCKLAND VZ300/200 COMPUTER USERS CLUB

P.O BOX 1972 C.P.O AUCKLAND

MEMBERSHIP REQUEST

NAME _____ PHONE _____

ADDRESS _____

MODEL _____ vz300 or 200 AGE GROUP under20 20/40 over40

EXTRAS (ram?/disk drive etc)

WHICH OF THE FOLLOWING BEST DESCRIBES YOU (tick)

-computer beginner
-computer hobbiest
-electronics hobbiest
-computer technician
-other _____

DO YOU HAVE ANY PROGRAM'S OR OTHER ITEM'S THAT YOU WOULD BE WILLING TO SHARE WITH OTHER USERS ? (y/n)

COMMENTS _____ (if you require n/letter back issues) indicate numbers here ----------

---

MEMBERSHIP FEE

$10-00 per year (12 issues of newsletter)

BACK ISSUES AVAILABLE AT $1.00 per issue to NON* MEMBERS

NEW MEMBERS WILL RECEIVE BACK ISSUES (IF AVAILABLE) FREE ON REQUEST

PLEASE MAKE CHEQUES PAYABLE TO:

VZ 300/200 COMPUTER CLUB